

مراجعات النخبة

بنك الأسئلة

ICT

November Review

2025-2026



ICT



Primary
First Term

Prepared by:
Teacher/ Doaa Mostafa

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Exclusive Manager
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Trust Academy Online

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مراجعات النخبة من تراست أكاديمي اونلاين 2026

أكاديمية تراست اونلاين ابتدائي-إعدادي-ثانوي

لغات - تجريبي - عربي - أزهرى

ناشيونال - انترناشيونال

(مناهج امريكي - كامبردج - مناهج خليجية)



- متاح حجز مجموعات الشرح الشهرية
- مع فريق اساتذة اعداد مراجعات النخبة
- أنظمة مجموعات شهرية تناسب الجميع
- مجموعات تأسيس لجميع المواد والاعمار
- قسم خاص للغات الاجنبية

SCAN ME



CONNECT US
01022766007

يمكنكم الحصول على مراجعات النخبة لجميع الصفوف
وفيديوهات الشرح المميزة من خلال مسح رمز الـ QR Code
يرجى مراعاة حقوق صاحب المحتوى



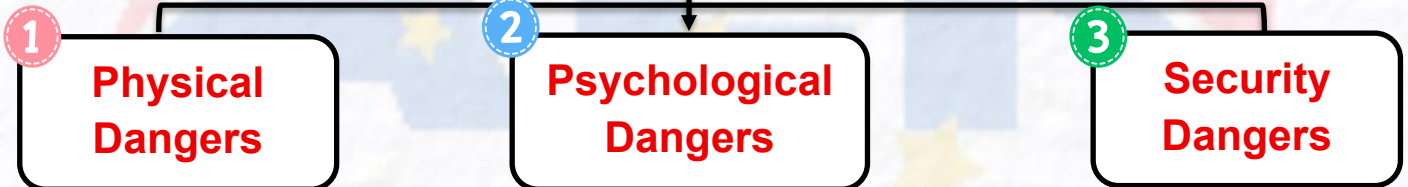
Lesson (1)

The World of Video Games:
Fun and Safety

Electronic Games

- ① They are games on electronic devices that rely on a virtual world.
- ② In these games, an **interaction** happens between the player and the device, or between multiplayer, which made them part of our daily lives.

Dangers of Electronic Games



1 Physical Dangers

1. **Back and neck problems**: Due to sitting for a long time in a wrong posture.
2. **Eye dryness and blurry vision**: Due to continuous focusing on the screen.
3. **Weight gain**: Because you may not be exercising or eating properly while playing.



2 Psychological Dangers

1. Some players may use **inappropriate language or bully others**.
2. **If this happens**:
 - ➔ Don't respond.
 - ➔ Inform your family or those responsible for the game.





3. When gaming becomes more important than anything else, it may cause **aggressive feelings**.

4. **This negatively affects:**

① Study.

② Sleep.

③ Family and friends time.

3

Security Dangers

1. Some games allow **chatting with other players**.
2. Sharing **personal information** (full name, address, and phone number) with strangers is dangerous.
3. **Never click** on links sent by strangers; these links may be malicious programs to steal personal info or spread viruses.



Responsible Gaming

1- Avoid Physical Dangers:

- ➔ Take regular breaks and look away from the screen.
- ➔ Do physical activity and exercises.

2- Avoid Psychological Dangers:

- ➔ Set a fixed time for playing.
- ➔ Don't use games to **escape problems**.

3- Avoid Security Dangers:

- ➔ Don't share personal Information online.
- ➔ Play only with friends and family.
- ➔ Use privacy settings in games.



The Role of the Family:

1. The family should set clear rules for gaming time and type; students should accept these rules.
2. The family should participate in choosing games and keep an open dialogue about any problems they face.

Lesson (2)

Protecting My Digital Data



How can you effectively protect your devices?

1- Strong Passwords

- ➔ Use a strong password of **8 or more characters**.
- ➔ It must be difficult to guess (avoid names or birth dates).
- ➔ Includes capital and small letters, numbers, and symbols.
- ➔ Never share your passwords with anyone.



2 - Multi-Factor Authentication (MFA)

- ➔ MFA requires at least **two ways** of identifying yourself.



3- Fingerprint Authentication

- ➔ This type of authentication will scan your **finger** as a way of confirming it's you.



4- Facial Recognition

- ➔ The facial recognition software will scan your **face** using your device's camera.



5- Full Encryption Programs

- ➔ **Encryption** protects your information.





Lesson (3)

Be a Cyber Security Hero

Cybersecurity

→ It is the protection of:

1. Our **devices** such as mobile phones and computers.
2. Our **personal information**, such as photos and phone numbers, from any danger on the Internet, such as **hackers or viruses**

Online Safety Plan



1- Use Strong Passwords:

- Use a very strong password that cannot be easily guessed.
- Change the password every 3 months.

2- Safe Sharing:

- Do not share your personal information on the Internet
- Avoid publishing photos, phone numbers, home addresses, or school names.

3- How to Deal with Strangers:

- Do not communicate with **people you don't know**.
- Avoid anyone who makes you feel **uncomfortable**.

4- Security Software:

- Use anti-virus software to protect you against viruses.
- Use secure web browsers.





Types of Cyber Security Threats



1 - Malware

➔ Problem:

- ➔ If you receive a **message** claiming your device has a **virus** and asking you to click a **link**.

➔ Solution:

- ➔ Ignore the message.
- ➔ Don't click the link, it may be a virus.
- ➔ Always verify the source of the message.



Functions of Robo-advisors



1- Reads information quickly

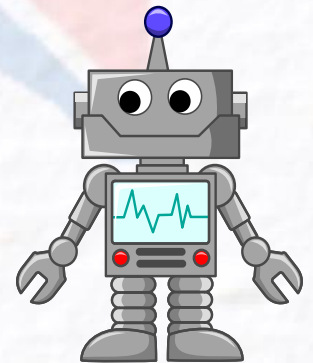
- ➔ The robot can read thousands of company news in seconds.
- ➔ **For example**, if a chocolate company announces a new product, the robot knows immediately.

2- Provides advice

- ➔ After reading the information, the robot gives simple advice.
- ➔ **Examples**: "It is better to buy the chocolate company shares now because their price will rise."

3- Helps in decision-making

- ➔ The robot does not decide instead of the person.
- ➔ It only provides smart support to make the best decision.





Lesson (4)

Online Financial Trading

1- Intellectual Property Rights:

- ➔ Intellectual Property Rights mean the protection of anything new and creative that a person produces.
- ➔ **Examples:**
 - ① Inventing a new game. ② Writing a story. ③ Painting a picture.
- ➔ These rights make you the only owner of your work.

2- Copyright:

- ➔ Copyright is part of the intellectual property rights.
- ➔ **It is related to artistic and literary works, such as:**
 - ① Songs. ② Movies. ③ Books.
- ➔ In Egypt, there is a special law that protects them.
- ➔ The main goal of copyright law is to encourage creators to produce

3- Creative Commons:

- ➔ It refers to works that have been granted permission to share by the creator.

Stock Exchange and E-trading

A Stock Exchange

- ➔ It is a large market for buying and selling company stocks.
- ➔ These stocks are called **shares**.

Stocks (Shares)

- ➔ They are a **small** part of a company's ownership.
- ➔ When you buy a share, you become a **small partner** in that company.
- ➔ If the company makes profits, you also make them.

**Electronic Financial Trading (E-Trading)**

- ➔ In the past, people had to go to the stock exchange building to buy and sell shares.
- ➔ Now, it can be done easier using **special Internet apps** to buy and sell shares from anywhere.
- ➔ This is called **E-trading**.

**How E-Trading Helps in Financial Consultation**

- ➔ **Robo-advisors**: They're online applications that provide financial guidance and services.

Lesson (5)**Cloud Computing****Cloud Computing**

- ➔ Cloud computing is like a very large **storage room** on the Internet.
- ➔ It allows **storing** data and programs on servers through the Internet.
- ➔ You can store your **photos, work, games, and files**.
- ➔ **Cloud computing** is the best place to store your important files because it keeps them safe from loss or damage.
- ➔ You can **access** them anytime, anywhere, from any device connected to the Internet.
- ➔ It allows you to **share** files with others.

Examples:

- ➔ When you take a picture with your mobile phone, it can be saved automatically on the cloud, such as **Google Drive or OneDrive**.
- ➔ Later, when you open your computer, you will find the **same picture** available there too.





The Advantages and Disadvantages of Cloud Computing

Advantages (Benefits)

1. **Never lose files:** If your devices stops working, files remain safe in the cloud.
2. **Easy sharing:** You can share files with teachers or friends without sending an email.
3. **Save space:** It can free up space on your device.
4. **Easy access:** You can access the files from multiple devices the through Internet.
5. **Data encryption:** It provides extra security to prevent unauthorized access.

Disadvantages (Risks)

1. **Requires Internet:** You can't access the files if you don't have Internet.
2. **Security risks:** Your files may be unsafe if your password is not strong or if the cloud is hacked.
3. **Additional cost:** You may need to pay for extra storage space.

Examples of Cloud Computing Service Providers

1. **Google Drive:** It is one of the most famous service providers.
➔ It is used for storing files and accessing them from anywhere.
2. **OneDrive:** It is a service provided by Microsoft, similar to Google Drive.
3. **Dropbox:** It is an application created by the Dropbox company.



Lesson (6)

Cloud Storage Applications

Sharing Via Cloud:



- ➔ You can send photos or files to your friends in other countries using cloud apps like WhatsApp.
- ➔ Cloud storage is safer than traditional device storage.

Microsoft 365:



- ➔ It's an important cloud-based suite with apps like:

① Teams

② Word

③ Excel

④ PowerPoint

⑤ Outlook

⑥ OneDrive

OneDrive:



- ➔ It's a cloud storage app for storing, sharing, and accessing files from any device with the Internet.
- ➔ It is safer and more practical than traditional storage limited to your device.

How to upload files or folders to OneDrive:



1. Open the **OneDrive app** or **website**.
2. Click the "**Upload**" or "**Add**" button.
3. **Select** the file or folder to save in the Cloud.
4. Wait for the **uploads** to complete.
5. Look for the confirmation sign that the file is saved.
6. Access the file from any device using your **OneDrive** account.



Choose :

1. In OneDrive platform, you can upload.....
a. folders b. files c. sub-folders d. all of them
2. Playing electronic games too much can affect your.....
a. sleep b. study c. family time d. all of them
3. Sitting in a wrong posture while gaming can cause.....
a. extra energy b. back and neck pain
c. a better posture d. longer sleep
4.is one of the physical risks of electronic games.
a. Eye dryness b. Anxiety
c. Allowing strangers to access your name d. Face
5. Sitting in the wrong position while playing games for a long time may causeproblems.
a. neck b. back c. arms d. both a and b
6. If you feel that your data on the Internet is at risk, you should.....
a. share all the data b. report to the responsible authorities
c. tell unknown people d. change the keyboard
7. It is preferable for passwords to contain at least..... characters.
a. five b. eight c. three d. four
8. You should not share your.....because others can access your address, email, and phone number.
a. games b. news c. personal information d. jokes
9. The software that scans your face using your device's camera is.....
a. fingerprint b. the password
c. multi-factor authentication d. facial recognition
10. MFA requires at least.ways of identifying yourself.
a. two b. three c. eight d. four



11. Electronic games can cause..... and headaches.

- a. hand strain b. arms pain c. blurry vision d. none of them

12. is the software that scans your face using your device's camera.

- a. OneDrive b. Facial recognition
c. Fourth Drive d. None of them

13. There are several disadvantages of electronic games, like.....

- a. physical dangers b. psychological danger
c. security dangers d. all of them

14. To upload a file or folder on OneDrive, you should first.....
Microsoft Office.

- a. download b. sign in to c. share d. log out of

15. The physical dangers of playing electronic games causes.....

- a. depression b. back problems
c. aggression d. bullying online

16. One of the best secure methods to confirm your identity is.....

- a. writing the name of your school b. fingerprint authentication
c. typing the name d. writing the date of birth

17. Multi-factor authentication requires at least.....

- a. three methods b. two methods
c. one method d. none of them

18. One of the psychological dangers of electronic games is that they may
cause.....

- a. entertainment b. aggressive feelings
c. education d. all of them

19.will scan your face using your device's camera.

- a. Facial recognition b. Fingerprint c. MFA d. Encryption



20. Microsoft 365 provides a set of applications, such as.....

- a. HTML
- b. Microsoft Teams
- c. Internet
- d. Paint

21. Providing a backup for your files is.....

- a. one of the advantages of cloud computing
- b. one of the disadvantages of cloud computing
- c. both a and b
- d. none of them

22. Electronic games are mainly based on.....

- a. toys
- b. books
- c. real playgrounds
- d. virtual worlds

23. Cybersecurity is theof personal information and devices.

- a. protection
- b. threat
- c. destruction
- d. piracy

24. Services such as OneDrive and Google Drive are examples of.....

- a. Google services
- b. cloud computing
- c. Windows
- d. drives

25. Multi-factor authentication requires at least..... to identify yourself.

- a. three methods
- b. two methods
- c. one method
- d. none of them

26. Yourshould have at least eight random characters.

- a. fingerprints
- b. encryption
- c. passwords
- d. emails

27. will scan your face using your device's camera.

- a. Facial recognition
- b. Fingerprint
- c. MFA
- d. Encryption

28. Cloud computing helps save a lot of..... on your device.

- a. money
- b. time
- c. space
- d. energy

29. Yourshould have at least eight random characters.

- a. fingerprint
- b. encryption
- c. password
- d. email



30.is the protection of devices and personal information from electronic attacks.
- a. Cybersecurity b. Malware c. Scareware d. Spoofing
31.is a program that helps you create a presentation and share it with your colleagues.
- a. Microsoft Outlook b. Microsoft PowerPoint
c. Microsoft Excel d. Microsoft Word
32. Through, you can legally protect your invention or ideas.
- a. digital footprint b. piracy
c. scanner d. intellectual property
33.is a security risk of electronic games.
- a. Sharing personal data b. Clicking on unknown links
c. Eye dryness d. Both a and b
34. Protecting devices and data from viruses and hackers is called.....
- a. cybersecurity b. data privacy
c. cloud storage d. traditional storage
35. One of the disadvantages of using cloud computing is.....
- a) Improving storage capacity on devices.
b) The ability to access your files from multiple devices
c) The possibility of data breaches.
d) Ability to share files with authorized users.
36.scans your face using the device's camera to confirm your identity.
- a. Fingerprint authentication b. Facial recognition
c. Full encryption d. MFA
37. Files in the cloud will never be..... even if your device breaks.
- a. shared b. updated c. lost d. found



38. OneDrive is NOT used for.....

- a. storing files
- b. sharing files
- c. printing documents
- d. accessing files

39. Microsoft 365 provides a set of productivity applications such as.....

- a. HTML
- b. Microsoft Teams
- c. Internet
- d. viruses

40. is/are from the disadvantages of cloud computing.

- a. Requiring an Internet connection
- b. The need to pay for extra storage space
- c. Both a and b
- d. None of them

41. To avoid security dangers of electronic games, you should.....

- a. share your personal information
- b. play with unknown people
- c. use privacy settings
- d. take a break

42. From safety precautions online is

- a) Sharing your personal information online.
- b) Use secure internet browsers.
- c) communication with people you don't know.
- d) Using weak passwords.

43. The authentication type that scans your finger as a way of confirming its you is.....

- a. face recognition
- b. MFA
- c. fingerprint
- d. self-access

44. are online applications that provide financial guidance and services

- a) EKB.
- b) Robo-advisor.
- c) Stock exchange.
- d) Brokers.



45. The technology used to unlock your phone using facial recognition is.....

- a. assistive technology
- b. artificial intelligence
- c. virtual reality
- d. port

46. includes written, visual, audio, video, and web materials

- a) Malware.
- b) E-trading.
- c) Intellectual property rights.
- d) Programming language

47.is the on-demand storage and access of data and programs via remote servers on the internet.

- a) Cloud computing
- b) Hard disk drive
- c) copyright
- d) Desktop software

48. is known as a type of malware.

- a) Scareware.
- b) office software.
- c) Operating systems.
- d) Spoofing

49. Some electronic games promote violence to some and this is considered as dangers

- a- Physical
- b- Security
- c- Psychological
- d- Environmental

50. is from the security dangers of electronic games

- a- Eye strain
- b- Anxiety and depression
- c- Gain weight
- d- Allow unknown people to access your name and e-mail



Put (✓) or (x)

1. If you face risks in online games, consult your parents. ()
2. To limit risks in online gaming, use personal information in your user name. ()
3. Cloud storage is one of the cloud computing services ()
4. Strong passwords protect your devices from theft. ()
5. Being bullied online is one of the physical electronic games dangers. ()
6. Fingerprint authentication will scan your face using your device's camera. ()
7. It is preferable that the password consists of numbers only. ()
8. Fingerprint authentication is a type of authentication confirming it's you. ()
9. If you've been a victim of data theft, there is no need to report the theft. ()
10. Big electronic games communities are full of cyber bullies ()
11. Passwords that consist of random letters, numbers, and symbols of eight or more in length are the most secure passwords ()
12. MFA requires at least two ways of identifying yourself. ()
13. Full encryption works to protect your information so that only you can access it. ()
14. Using unsecured Wi-Fi networks exposes you to malware threats. ()
15. Anxiety and depression are considered from physical dangers of over usage of electronic games ()
16. Chatting with strangers in games is always safe. ()
17. It is safe to click on unknown links. ()
18. You should play a lot of electronic games to fall asleep right away ()
19. Looking at the screen too much improves your eyesight. ()
20. MFA stands for Multi-Factor Authentication ()



21. Cloud computing allows users to access files and data anytime, anywhere, easily and conveniently. ()
22. It is necessary that refuse the rules that your parents set on playing games online. ()
23. You can share personal information online. ()
24. Facial recognition and passwords are ways to protect your digital devices. ()
25. Your personal information must be shared through social media platforms ()
26. Malware means that cyber criminals pretend to be a business. ()
27. It's a good idea to change all your passwords every three months. ()
28. Cybersecurity is the protection of devices and personal information from electronic attacks. ()
29. Strong passwords protect your devices from theft. ()
30. Sharing personal information online is risky. ()
31. Malware is a type of friendly software. ()
32. Playing games for long hours can increase your weight. ()
33. Multi-factor authentication is more secure than passwords only. ()
34. One of the online safety precautions is using anti-virus software. ()
35. Works are considered public domain if the author has been deceased for at least 50 years ()
36. For online safety precautions, change your password every 3 months. ()
37. It is not important to report the threats that you face to a trusted person. ()
38. You can share personal information online ()
39. In stock exchange, these stocks are called shares. ()
40. OneDrive can't help you share work with your friends. ()



41. Cloud files can be accessed without Internet ()
42. Taking breaks protects you from gaming risks. ()
43. Sharing your hobbies or ideas online is safe. ()
44. Creative Commons always requires permission to share. ()
45. Psychological dangers include back problems because you stay hunched over while playing. ()
46. Cloud computing adds security through data encryption. ()
47. Copyrights protect books, songs, and art. ()
48. One of the safety precautions on the Internet is to communicate with people you do not know. ()
49. Your parents shouldn't participate in choosing the games. ()
50. A cloud can save schoolwork, photos, and games. ()
51. Games should be used to escape from problems. ()
52. Intellectual property refers to someone's invention, creation, or idea that is protected by law from being copied by others ()
53. Microsoft 365 is a cloud computing service provider through the OneDrive application. ()
54. One of the advantages of using cloud computing is that it doesn't require an internet connection. ()
55. Clicking on unknown links may spread viruses. ()
56. MFA requires at least two ways of identifying yourself. ()
57. Online games can't impact your health. ()
58. The stock exchange is a knowledge bank where members exchange their ideas. ()
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60. Full encryption works on protecting your information so you're the only one who will have access to it. ()



61. Creative Commons refers to work that has been granted permission to share by the creator. ()
62. OneDrive is one of Google apps. ()
63. E-trading provides investors with the independence and user-friendly options. ()
64. The Egyptian Stock Exchange allows citizens to invest in various sectors. ()
65. One of the safety precautions online is to use antivirus software. ()
66. Malware is the greatest cyber security threat. ()
67. Scareware is known as a type of friendly software. ()
68. One of the safety precautions on the Internet is to share your personal information online. ()
69. Electronic games do not entail any risks. ()
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72. If you faced a danger while playing electronic games ask your parents for help ()
73. Eye strain and backbend problem are considered from security dangers of over usage of electronic games ()
74. One of the disadvantages of using cloud computing is providing a backup for your files. ()
75. Remote servers enable users to access their files via the internet. ()
76. Gaining weight is one of the electronic games advantages. ()
77. Google is one of the cloud computing service providers. ()

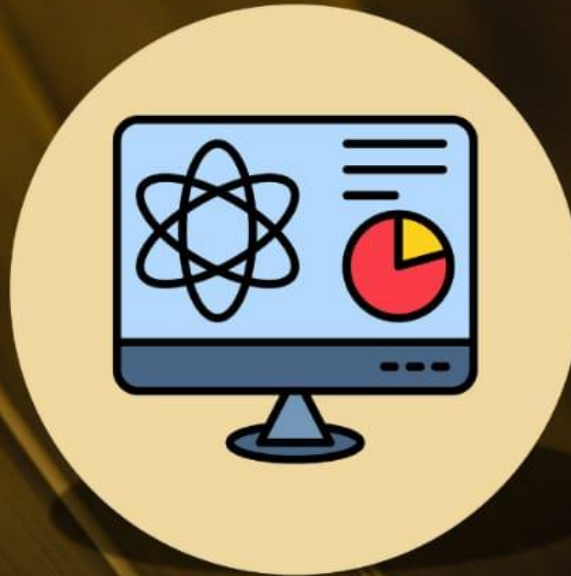
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Prepared by:
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- b. Microsoft Teams
- c. Internet
- d. viruses

40. is/are from the disadvantages of cloud computing.

- a. Requiring an Internet connection
- b. The need to pay for extra storage space

c. Both a and b

- d. None of them

41. To avoid security dangers of electronic games, you should.....

- a. share your personal information
- b. play with unknown people
- c. use privacy settings
- d. take a break

42. From safety precautions online is

- a) Sharing your personal information online.

b) Use secure internet browsers.

- c) communication with people you don't know.
- d) Using weak passwords.

43. The authentication type that scans your finger as a way of confirming its you is.....

- a. face recognition
- b. MFA
- c. fingerprint
- d. self-access

44. are online applications that provide financial guidance and services

- a) EKB.
- b) Robo-advisor.
- c) Stock exchange.
- d) Brokers.



45. The technology used to unlock your phone using facial recognition is.....

- a. assistive technology
- b. artificial intelligence
- c. virtual reality
- d. port

46. includes written, visual, audio, video, and web materials

- a) Malware.
- b) E-trading.
- c) Intellectual property rights.
- d) Programming language

47.is the on-demand storage and access of data and programs via remote servers on the internet.

- a) Cloud computing
- b) Hard disk drive
- c) copyright
- d) Desktop software

48. is known as a type of malware.

- a) Scareware.
- b) office software.
- c) Operating systems.
- d) Spoofing

49. Some electronic games promote violence to some and this is considered as dangers

- a- Physical
- b- Security
- c- Psychological
- d- Environmental

50. is from the security dangers of electronic games

- a- Eye strain
- b- Anxiety and depression
- c- Gain weight
- d- Allow unknown people to access your name and e-mail



Put (✓) or (x)

1. If you face risks in online games, consult your parents. (✓)
2. To limit risks in online gaming, use personal information in your user name. (x)
3. Cloud storage is one of the cloud computing services (✓)
4. Strong passwords protect your devices from theft. (✓)
5. Being bullied online is one of the physical electronic games dangers. (x)
6. Fingerprint authentication will scan your face using your device's camera. (x)
7. It is preferable that the password consists of numbers only. (x)
8. Fingerprint authentication is a type of authentication confirming it's you. (✓)
9. If you've been a victim of data theft, there is no need to report the theft. (x)
10. Big electronic games communities are full of cyber bullies (✓)
11. Passwords that consist of random letters, numbers, and symbols of eight or more in length are the most secure passwords (✓)
12. MFA requires at least two ways of identifying yourself. (✓)
13. Full encryption works to protect your information so that only you can access it. (✓)
14. Using unsecured Wi-Fi networks exposes you to malware threats. (✓)
15. Anxiety and depression are considered from physical dangers of over usage of electronic games (x)
16. Chatting with strangers in games is always safe. (x)
17. It is safe to click on unknown links. (x)
18. You should play a lot of electronic games to fall asleep right away (x)
19. Looking at the screen too much improves your eyesight. (x)
20. MFA stands for Multi-Factor Authentication (✓)



21. Cloud computing allows users to access files and data anytime, anywhere, easily and conveniently. (✓)
22. It is necessary that refuse the rules that your parents set on playing games online. (x)
23. You can share personal information online. (x)
24. Facial recognition and passwords are ways to protect your digital devices. (✓)
25. Your personal information must be shared through social media platforms (x)
26. Malware means that cyber criminals pretend to be a business. (x)
27. It's a good idea to change all your passwords every three months. (✓)
28. Cybersecurity is the protection of devices and personal information from electronic attacks. (✓)
29. Strong passwords protect your devices from theft. (✓)
30. Sharing personal information online is risky. (✓)
31. Malware is a type of friendly software. (x)
32. Playing games for long hours can increase your weight. (✓)
33. Multi-factor authentication is more secure than passwords only. (✓)
34. One of the online safety precautions is using anti-virus software. (✓)
35. Works are considered public domain if the author has been deceased for at least 50 years (✓)
36. For online safety precautions, change your password every 3 months. (✓)
37. It is not important to report the threats that you face to a trusted person. (x)
38. You can share personal information online (x)
39. In stock exchange, these stocks are called shares. (✓)
40. OneDrive can't help you share work with your friends. (x)



- 41. Cloud files can be accessed without Internet (x)
- 42. Taking breaks protects you from gaming risks. (✓)
- 43. Sharing your hobbies or ideas online is safe. (✓)
- 44. Creative Commons always requires permission to share. (x)
- 45. Psychological dangers include back problems because you stay hunched over while playing. (x)
- 46. Cloud computing adds security through data encryption. (✓)
- 47. Copyrights protect books, songs, and art. (✓)
- 48. One of the safety precautions on the Internet is to communicate with people you do not know. (x)
- 49. Your parents shouldn't participate in choosing the games. (x)
- 50. A cloud can save schoolwork, photos, and games. (✓)
- 51. Games should be used to escape from problems. (x)
- 52. Intellectual property refers to someone's invention, creation, or idea that is protected by law from being copied by others (✓)
- 53. Microsoft 365 is a cloud computing service provider through the OneDrive application. (✓)
- 54. One of the advantages of using cloud computing is that it doesn't require an internet connection. (x)
- 55. Clicking on unknown links may spread viruses. (✓)
- 56. MFA requires at least two ways of identifying yourself. (✓)
- 57. Online games can't impact your health. (x)
- 58. The stock exchange is a knowledge bank where members exchange their ideas. (x)
- 59. Creative Commons always requires permission to share (x)
- 60. Full encryption works on protecting your information so you're the only one who will have access to it. (✓)



61. Creative Commons refers to work that has been granted permission to share by the creator. (✓)
62. OneDrive is one of Google apps. (x)
63. E-trading provides investors with the independence and user-friendly options. (✓)
64. The Egyptian Stock Exchange allows citizens to invest in various sectors. (✓)
65. One of the safety precautions online is to use antivirus software. (✓)
66. Malware is the greatest cyber security threat. (✓)
67. Scareware is known as a type of friendly software. (x)
68. One of the safety precautions on the Internet is to share your personal information online. (x)
69. Electronic games do not entail any risks. (x)
70. To limit the dangers of electronic games, use personal information in username (x)
71. Anxiety and depression are considered from the psychological dangers of over usage of electronic games (✓)
72. If you faced a danger while playing electronic games ask your parents for help (✓)
73. Eye strain and backbend problem are considered from security dangers of over usage of electronic games (x)
74. One of the disadvantages of using cloud computing is providing a backup for your files. (x)
75. Remote servers enable users to access their files via the internet. (✓)
76. Gaining weight is one of the electronic games advantages. (x)
77. Google is one of the cloud computing service providers. (✓)